Chin Left Wooferaudio -rprocessaudio --freebufs allaudioparam -b spk_cn_l_w -s -n enable-mon -v trueaudioparam -b spk_cn_r_w -s -n enable-mon -v trueaudioparam -b spk_fh_l_w -s -n enable-mon -v trueaudioparam -b spk_fh_r_w -s -n enable-mon -v trueaudioparam -b spk_cn_l_t -s -n enable-mon -v trueaudioparam -b spk_cn_r_t -s -n enable-mon -v trueaudioparam -b spk_fh_l_t -s -n enable-mon -v trueaudioparam -b spk_fh_r_t -s -n enable-mon -v trueprocessaudio --readfile step_sine_reverse_10kHz_100Hz_16bit.wav processaudio --pick gain -i process0 --options '--gain -92'processaudio --pick audio-mapper -i process1 --options "--in [0] --out [2]" --out_channels 16 loopaudio -b socmca --txport ap-mca0 --rxport ap-mca0 --usebuf process2 --bitdepth 16 -c 16processaudio --writebuffer looprx0 --writefile output_cn_l_w.wavprocessaudio --freebufs allaudio --turnoff

Forehead Left Wooferaudio -rprocessaudio --freebufs allaudioparam -b spk_cn_l_w -s -n enable-mon -v trueaudioparam -b spk_cn_r_w -s -n enable-mon -v trueaudioparam -b spk_fh_l_w -s -n enable-mon -v trueaudioparam -b spk_fh_r_w -s -n enable-mon -v trueaudioparam -b spk_cn_l_t -s -n enable-mon -v trueaudioparam -b spk_cn_r_t -s -n enable-mon -v trueaudioparam -b spk_fh_l_t -s -n enable-mon -v trueaudioparam -b spk_fh_r_t -s -n enable-mon -v trueprocessaudio --readfile step_sine_reverse_10kHz_100Hz_16bit.wav processaudio --pick gain -i process0 --options '--gain -92'processaudio --pick audio-mapper -i process1 --options "--in [0] --out [10]" --out_channels 16 loopaudio -b socmca --txport ap-mca0 --rxport ap-mca0 --usebuf process2 --bitdepth 16 -c 16processaudio --writebuffer looprx0 --writefile output_fh_l_w.wavprocessaudio --freebufs allaudio --turnoff

At FACT, DUT reads a wave file and then plays it back. If just playing tone at CT2, you may change the command labeled in pink to "processaudio --pick tone-gen ...." command.